



Lab Terminal

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Course: Compiler Construction

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Question #01:

Write an introduction of your compiler construction project

Introduction:

Compiler construction is a fundamental aspect of computer science that bridges the gap between high-level programming languages and machine code that can be executed by a computer's hardware. Our project, the Mini-Python Compiler, serves as an educational tool to demonstrate the essential phases of compiler construction, specifically for a subset of the Python programming language.

The Mini-Python Compiler project is designed to translate a simplified version of Python code into intermediate code and then into a hypothetical assembly-like language. This process involves several key stages, each critical for converting human-readable code into low-level instructions. The primary components of our compiler include lexical analysis, syntax analysis, semantic analysis, intermediate code generation, and target code generation.

For this mini-compiler, the following aspects of the Python language syntax have been covered

- Constructs like 'if-else' and 'while' and the required indentation for these loops.
- Nested loops
- Integer and float data types

Specific error messages are displayed based on the type of error. Syntax errors are handled using the `yyerror()` function, while the semantic errors are handled by making a call to a function that searches for a particular identifier in the symbol table. The line number is displayed as part of the error message.

As a part of error recovery, panic mode recovery has been implemented for the lexer. It recovers from errors in variable declaration. In case of identifiers, when the name begins with a digit, the compiler neglects the digit and considers the rest as the identifier name. Languages used to develop this project:

- C
- YACC
- LEX
- PYTHON

DIFFERENT MODULES OF PROJECT

Token And Symbol Table:

This folder contains the code that outputs the tokens and the symbol table.

Abstract Syntax Tree:

This folder contains the code that displays the abstract syntax tree.

Intermediate Code Generation:

This folder contains the code that generates the symbol table before optimisations and the intermediate code.

Optimized ICG:

This folder contains the code that generates the symbol table after optimizations, the quadruples table and the optimized intermediate code.

Target Code:

This folder contains the code that displays the assembly code/target code

Different Files:

proj.l:

It is the Lexical analyser file which defines all the terminals of the productions stated in the yacc file. It contains regular expressions.

proj1.y:

Yacc file is where the productions for the conditional statements like if-else and while and expressions are mentioned. This file also contains the semantic rules defined against every production necessary. Rules for producing three address code is also present.

final.py:

It is the python file which converts the ICG to target code using regex.

inp.py:

The input python code which will be parsed and checked for semantic correctness by executing the lex and yacc files along with it.

Question #02:

Give a sample input and output for your compiler construction project

Sample input:

```
1  a=10
2  b=9
3  c=a+b+100
4  e=10
5  f=8
6  d=e*f
7  if(a>=b):
8      a=a+b
9      g=e*f*100
10
11  u=10
12  j=99
```

Output:

```
MOV R0, #10
MOV R1, #9
MOV R2, #119
MOV R3, #8
MOV R4, #80
l0:
MOV R5, #0
BNEZ R5, l1
MOV R6, #19
MOV R7, #8000
l1:
MOV R8, #99
ST b, R1
ST c, R2
ST e, R0
ST f, R3
ST d, R4
ST a, R6
ST g, R7
ST u, R0
ST j, R8
```

How the process being:

Input:

```
1  a=10
2  b=9
3  c=a+b+100
4  e=10
5  f=8
6  d=e*f
7  if(a>=b):
8      a=a+b
9      g=e*f*100
10
11 u=10
12 j=99
```

Tokens and Symbol Table:

```
ID equal int
ID equal int
ID equal ID plus ID plus int
ID equal int
ID equal int
ID equal ID mul ID
if special_start ID greaterthanequal ID special_end colon
indent ID equal ID plus ID
indent ID equal ID mul ID mul int

ID equal int
ID equal int
-----PARSE SUCCESSFUL-----

-----SYMBOL TABLE-----
-----
LABEL  TYPE      VALUE  SCOPE  LINENO
a      IDENTIFIER  19     local  8
b      IDENTIFIER  9      global 2
c      IDENTIFIER  119    global 3
e      IDENTIFIER  10     global 4
f      IDENTIFIER  8      global 5
d      IDENTIFIER  80     global 6
g      IDENTIFIER  8000   local  9
u      IDENTIFIER  10     global 11
j      IDENTIFIER  99     global 12
```

Abstract Syntax Tree:

```
-----Abstract Syntax Tree-----  
( SEQ ( = a 10 )( SEQ ( = b 9 )( SEQ ( = c ( + ( + a b ) 100 ))( SEQ ( = e 10 )( SEQ ( = f 8 )( SEQ ( = d  
( * e f ))( SEQ ( IF ( >= a b )( SEQ ( = a ( + a b ))( SEQ ( = g ( * ( * e f ) 100 )) NULL )))( SEQ ( = u  
10 )( SEQ ( = j 99 ) NULL ))))))))
```

Symbol Table and Unoptimized Intermediate Code:

```
-----SYMBOL TABLE before Optimisations-----
```

LABEL	TYPE	VALUE	SCOPE	LINENO
a	identifier	9	local	8
b	identifier	9	global	2
t0	identifier	19	-	2
t1	identifier	119	-	3
c	identifier	119	global	3
e	identifier	10	global	4
f	identifier	8	global	5
t2	identifier	80	-	6
d	identifier	80	global	6
t3	identifier	0	-	6
t4	identifier	9	-	8
t5	identifier	80	-	8
t6	identifier	8000	-	9
g	identifier	8000	local	9
u	identifier	10	local	11
j	identifier	99	local	12

```
-----ICG without optimisation-----
```

```
a=10  
b=9  
t0=a+b  
t1=t0+100  
c=t1  
e=10  
f=8  
t2=e*f  
d=t2  
l0 : t3=a>b  
if not t3 goto l1  
t4=a+b  
a=t4  
t5=e*f  
t6=t5*100  
g=t6  
l1 : u=10  
j=99
```

Symbol Table, Quadruples Table and Optimized Intermediate Code:

-----SYMBOL TABLE after Optimisations-----				
LABEL	TYPE	VALUE	SCOPE	LINENO
a	identifier	19	local	8
b	identifier	9	global	2
t0	identifier	19	-	2
t1	identifier	119	-	3
c	identifier	119	global	3
e	identifier	10	global	4
f	identifier	8	global	5
t2	identifier	80	-	5
d	identifier	80	global	6
t3	identifier	1	-	6
t4	identifier	0	-	6
t5	identifier	8000	-	8
g	identifier	8000	local	9
u	identifier	10	local	11
j	identifier	99	local	12

-----QUADRUPLES-----				
op	arg1	arg2	result	
=	10		a	
=	9		b	
+	a	b	t0	
+	t0	100	t1	
=	t1		c	
=	10		e	
=	8		f	
*	e	f	t2	
=	t2		d	
Label			l0	
>=	a	b	t3	
goto			l1	
=	t0		a	
*	t2	100	t5	
=	t5		g	
Label			l1	
=	10		u	
=	99		j	

```

ICG with optimisations(Packing temporaries & Constant Propagation)
a = 10
b = 9
t0 = 10 + 9
t1 = 19 + 100
c = 119
e = 10
f = 8
t2 = 10 * 8
d = 80
l0:
t3 = 10 >= 9
t4 = not 1
if 0 goto l1
a = 19
t5 = 80 * 100
g = 8000
l1:
u = 10
j = 99

```

Target Code:

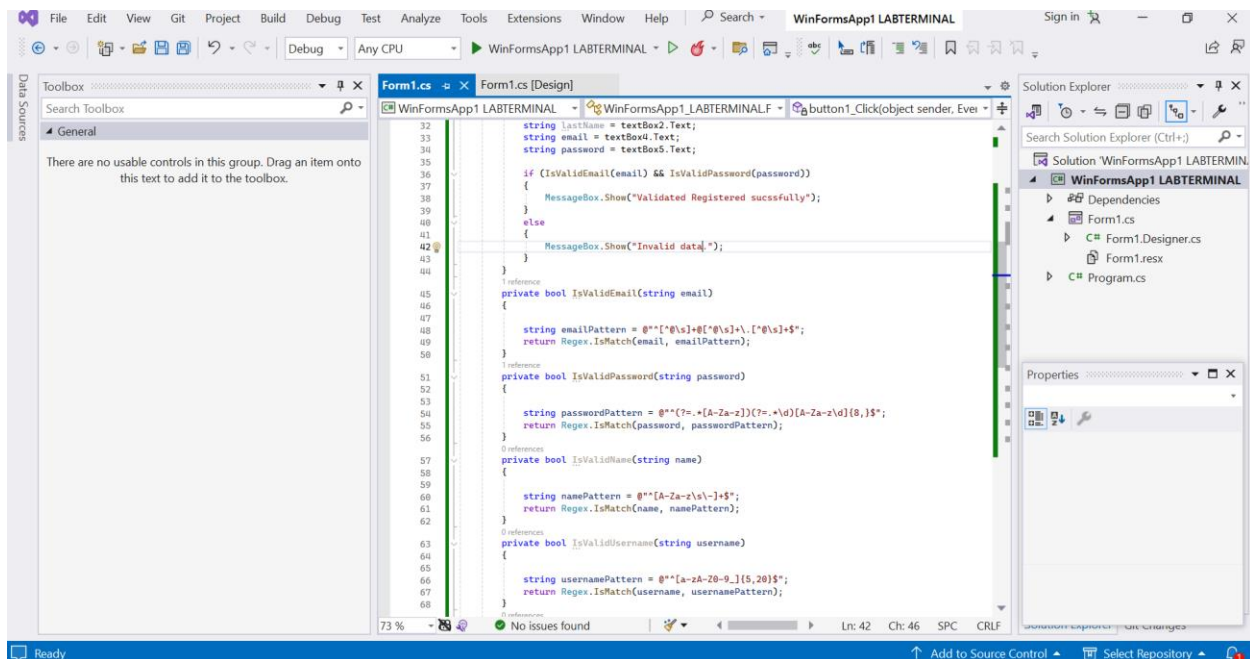
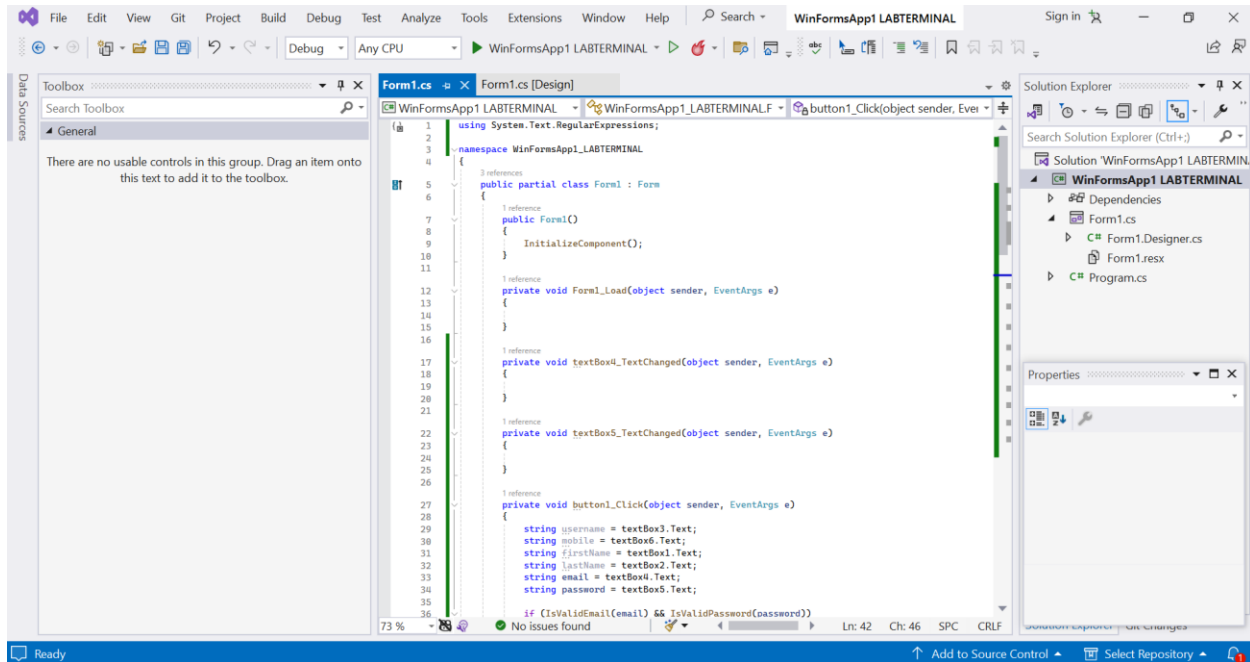
```

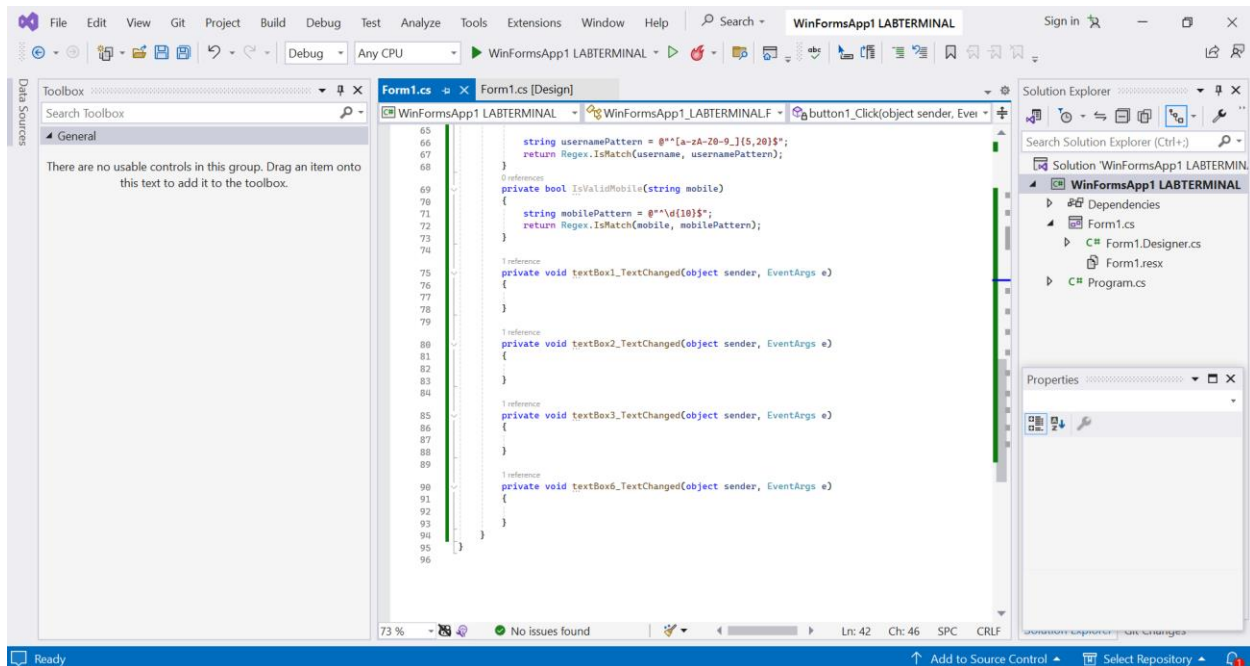
MOV R0, #10
MOV R1, #9
MOV R2, #119
MOV R3, #8
MOV R4, #80
l0:
MOV R5, #0
BNEZ R5, l1
MOV R6, #19
MOV R7, #8000
l1:
MOV R8, #99
ST b, R1
ST c, R2
ST e, R0
ST f, R3
ST d, R4
ST a, R6
ST g, R7
ST u, R0
ST j, R8

```


Question #03:

Code:





Output:

Form1

Registration Form

First name

Last name

User Name

Email

password

Mobile No

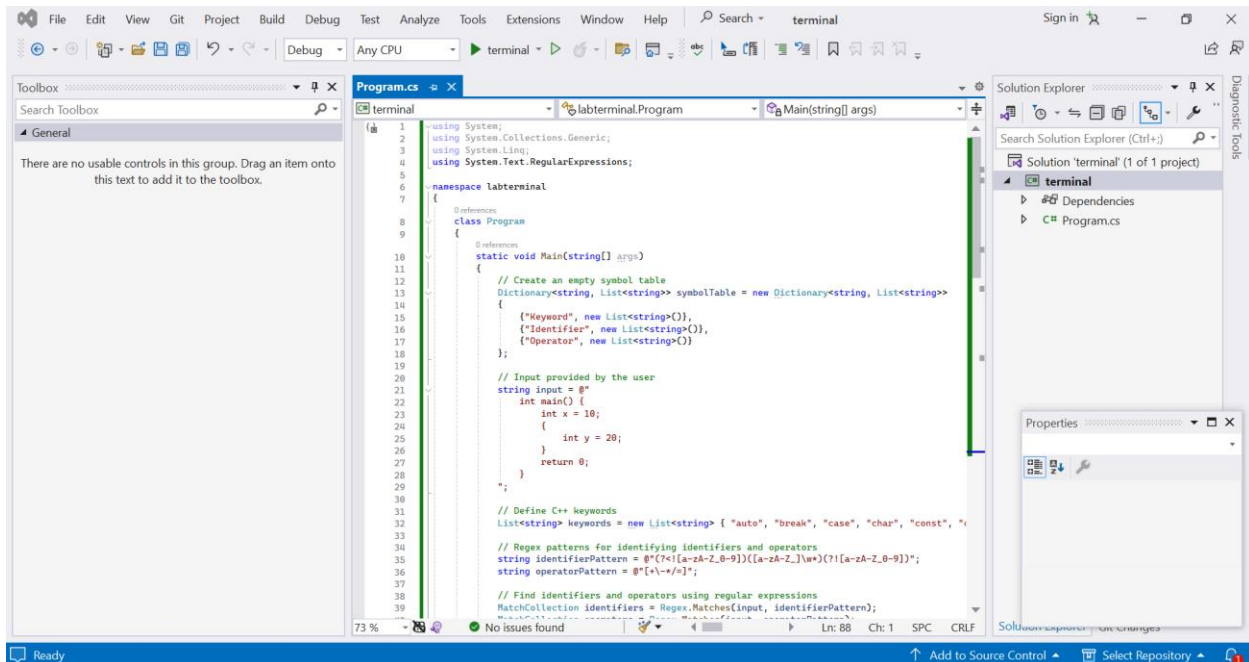
[Back To Home](#)

Validated Registered succsfully

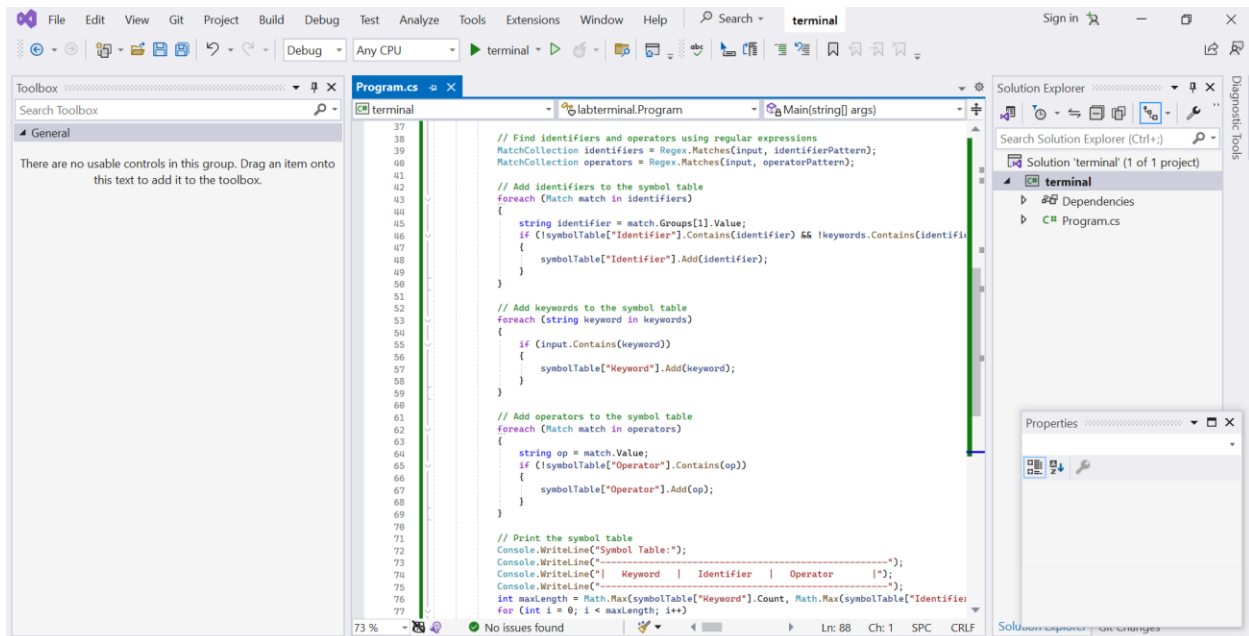
OK

Question#04:

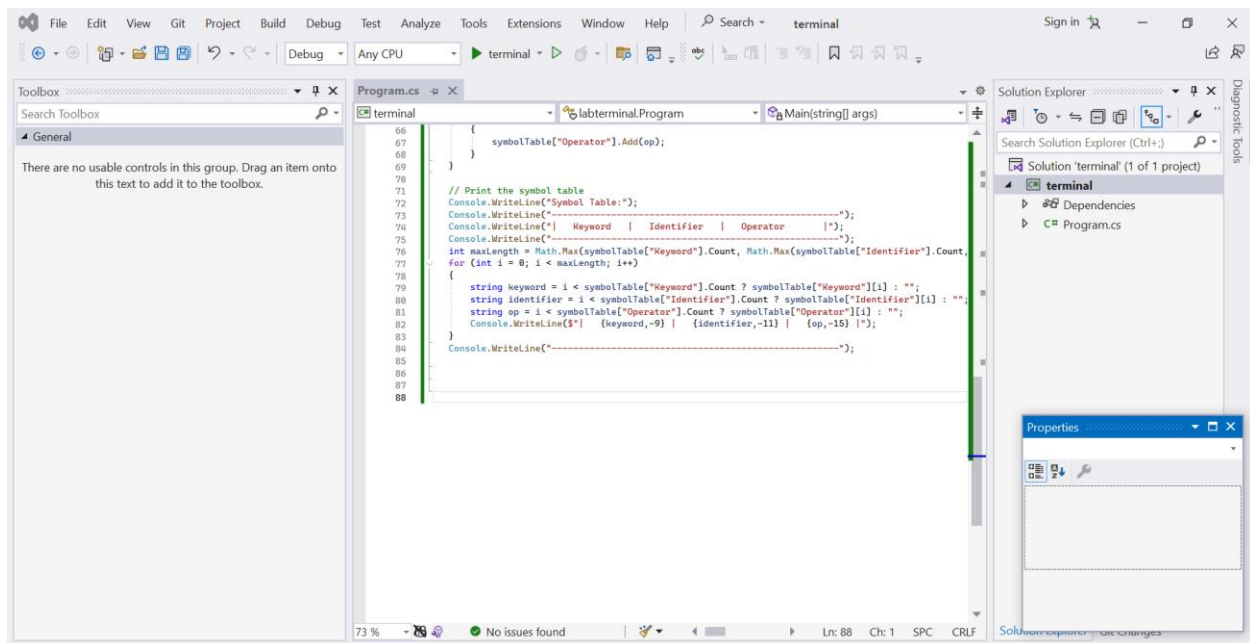
Code:



```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text.RegularExpressions;
5
6 namespace labterminal
7 {
8     class Program
9     {
10         static void Main(string[] args)
11         {
12             // Create an empty symbol table
13             Dictionary<string, List<string>> symbolTable = new Dictionary<string, List<string>>
14             {
15                 {"Keyword", new List<string>()},
16                 {"Identifier", new List<string>()},
17                 {"Operator", new List<string>()};
18             };
19
20             // Input provided by the user
21             string input = "";
22             int main() {
23                 int x = 10;
24                 {
25                     int y = 20;
26                 }
27                 return 0;
28             }
29
30             // Define C++ keywords
31             List<string> keywords = new List<string> { "auto", "break", "case", "char", "const", "
32
33             // Regex patterns for identifying identifiers and operators
34             string identifierPattern = @"(?<!(a-zA-Z_0-9))([a-zA-Z_])*(?![a-zA-Z_0-9])";
35             string operatorPattern = @"[\+\-\*/%]";
36
37             // Find identifiers and operators using regular expressions
38             MatchCollection identifiers = Regex.Matches(input, identifierPattern);
39             MatchCollection operators = Regex.Matches(input, operatorPattern);
```



```
37
38             // Find identifiers and operators using regular expressions
39             MatchCollection identifiers = Regex.Matches(input, identifierPattern);
40             MatchCollection operators = Regex.Matches(input, operatorPattern);
41
42             // Add identifiers to the symbol table
43             foreach (Match match in identifiers)
44             {
45                 string identifier = match.Groups[1].Value;
46                 if (!symbolTable["Identifier"].Contains(identifier) && !keywords.Contains(identifier))
47                 {
48                     symbolTable["Identifier"].Add(identifier);
49                 }
50             }
51
52             // Add keywords to the symbol table
53             foreach (string keyword in keywords)
54             {
55                 if (!input.Contains(keyword))
56                 {
57                     symbolTable["Keyword"].Add(keyword);
58                 }
59             }
60
61             // Add operators to the symbol table
62             foreach (Match match in operators)
63             {
64                 string op = match.Value;
65                 if (!symbolTable["Operator"].Contains(op))
66                 {
67                     symbolTable["Operator"].Add(op);
68                 }
69             }
70
71             // Print the symbol table
72             Console.WriteLine("Symbol Table:");
73             Console.WriteLine("-----");
74             Console.WriteLine("Keyword | Identifier | Operator |");
75             Console.WriteLine("-----");
76             int maxLength = Math.Max(symbolTable["Keyword"].Count, Math.Max(symbolTable["Identifier"],
77             for (int i = 0; i < maxLength; i++)
```



Output:

